

Corpse Party

Blood Drive

Instruction Manual



Corpse Party Blood Drive



Thank you for purchasing *Corpse Party: Blood Drive*. Please read this manual carefully before playing, to ensure you have the best possible experience with the game.

Corpse Party: Blood Drive is a direct follow-up to the events of *Corpse Party* and *Corpse Party: Book of Shadows*, both of which are available digitally on the PlayStation®Portable system and feature full compatibility with the PlayStation®Vita system and PlayStation®TV system. Because of its direct ties to these previous titles, it is highly recommended that both *Corpse Party* and *Corpse Party: Book of Shadows* be completed in full before commencing your *Corpse Party: Blood Drive* adventure.

This game and its predecessors also support binaural 3D audio, so playing with headphones for maximum effect comes highly recommended as well.

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While some members of Kisaragi Academy's class 2-9 survived their trip to the hellish, otherworldly elementary school known as Heavenly Host, many did not...and those who were unfortunate enough to perish within its halls were doomed to remain there forever, eternally reliving the pain they felt at the exact moment of death. Worse still, all memories and records of their existence were wiped from the face of the earth, leaving only those who survived the ordeal to mourn their loss.

The last hope of reverting these miserable fates rested with an ancient tome known as the Book of Shadows, but Ayumi Shinozaki's misguided attempts to employ its power claimed yet another victim, and the book was forever lost in the chaos.

...Or was it? When an acquaintance of the deceased turns up with a spiritual photograph suggesting the Book of Shadows may now reside in the tattered remains of Heavenly Host, Ayumi becomes obsessed with finding it so she can attempt once more to bring back her lost friends.

But Heavenly Host has changed. It's a far darker and more dangerous place than ever before, its walls literally coming to life as the elementary school twists and reshapes itself into hitherto unseen forms of horror. Whole new areas have materialized and old passageways are now infested with malicious entities, virtually guaranteeing an unspeakable death to any who dare intrude. Worse still, the living present new threats of their own, with supernatural collectors and practitioners of a dark order desperately seeking the Book of Shadows for themselves as well – at any cost...

CONTROLS



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L button

R button

Directional buttons

Left stick

PS button

Screen (touchscreen)

△ button

○ button

□ button

× button

Right stick

START button

SELECT button



CONTROLS



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Directional buttons / Left stick	Moves the active character or selects a menu option.
Right stick	Aims the active character's flashlight (if the flashlight is switched on and operational).
⊗ button	Examines, opens or disarms the object immediately in front of the active character, or speaks with the person or spirit immediately in front of the active character. Can also be used to advance text during dialogue scenes, or choose the highlighted option in a menu.
⊙ button	Makes the active character run when held. Note that running consumes stamina, and should thus only be done in short spurts. Can also be used to cancel certain selected actions or back out from a menu.
▣ button	Opens the message log, allowing the player to confirm what lines have been spoken recently.
△ button	Opens the system menu, where players may check their status and inventory or perform a variety of other functions.
L button	Turns the active character's flashlight on or off (if the flashlight is operational).
R button	Swaps the current active character (if the player has more than one character in his/her party). Can also be held during dialogue scenes to fast-forward through text.
SELECT button	Enables or disables "endless battery mode," eliminating the need to find and use flashlight batteries when enabled. Can also be used to hide the dialogue box during cutscenes, and pressed again to unhide it.
START button, Screen (touchscreen), Rear touch pad	Unused.

RETURNING CHARACTERS



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Ayumi Shinozaki

Haunted by her failure at the Shinozaki estate, Ayumi is determined to set things right by locating the missing Book of Shadows and resurrecting her friends, but she doesn't want to get any of her living companions involved – she's cost enough people their lives as it is...



Yoshiki Kishinuma

In stark contrast to Ayumi, Yoshiki believes (perhaps rightfully so) that any further attempts to “save” those who’ve been lost will only wind up costing more lives and more pain in the end, so he’s determined to stop Ayumi from making another mistake...even if it means shaking her faith in him.



Naomi Nakashima

Still reeling from the loss of her best friend, Naomi's mental decline is fueled by her mother's stalwart insistence that Seiko never even existed in the first place...and it seems like this conflict is taking its toll on the mother as well, creating a dangerous standoff within the Nakashima household...

RETURNING CHARACTERS



Satoshi Mochida

Ever the everyman, Satoshi finds himself caught in the midst of another supernatural excursion while his home life quickly transforms into anime hijinks 101. Although he's still as scared as ever, the women in his life all find themselves counting on him for support, so he'll need to man up fast in order to get his friends (and family) through this difficult time.



Yuka Mochida

Still haunted by her experience in Heavenly Host, Yuka's been suffering irregularities within her body that no doctors can treat, and has become overprotective of her big brother. The only people capable of soothing her spirits seem to be Naomi, Ms. Kuon and her best friend from school, Satsuki.



Sachiko Shinozaki

Heavenly Host should have been tied to Sachiko, and when Sachiko's spirit was appeased, the school should've vanished. But it didn't...so does that mean Sachiko still dwells within its halls? Or is there more to this story than meets the eye...?



Misuto Kiriya

A mysterious boy (man?) who's always sporting his favorite parka, Misuto seems to have ample supernatural knowledge and ability, but to what end he plans on using either is anyone's guess. His most notable trait is his absolute disregard for common courtesy, including the constant use of foul language, constant berating of those around him and a wholly dismissive attitude in general. Yet somehow, he still elicits a certain sense of trustworthiness...



Aiko Niwa

A self-proclaimed "supernatural intelligence agent" whose sole purpose in life seems to be the collection of "spirit items" – objects possessed by the vengeful spirits of those who died in agony. She has a generally jovial and upbeat personality, but uses it almost solely to strike business deals in order to further her collection. She technically lives with her sister, Kuon, but due to Kuon's busy lifestyle, the two siblings rarely ever cross paths.



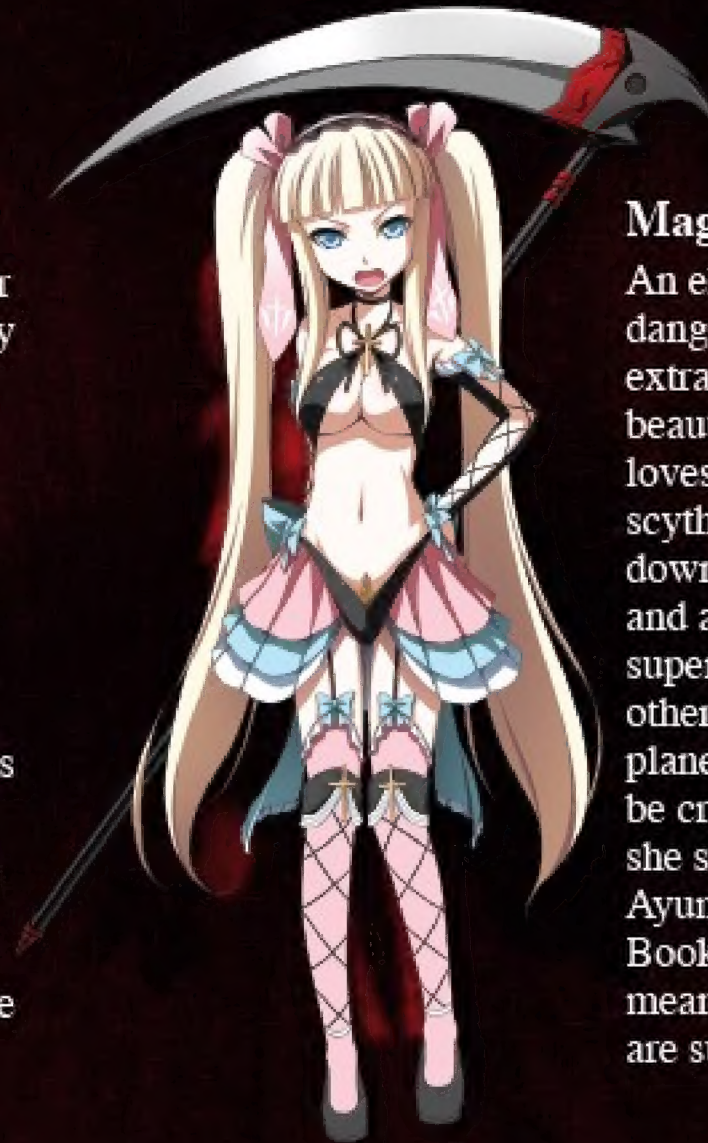
Ms. Kuon Niwa

The woman who's taken Ms. Yui's place as class 2-9's T.A. in this version of reality. By day, she teaches, but by night, she works as the CEO of a highly successful company that produces and sells spiritual charms and knick-knacks. Because of her business status and her highly personable nature, she has subordinates ready and waiting to do her bidding, no matter how preposterous that bidding may be. And given her many whims and talents alike, her biddings typically are quite absurd indeed...



Haruyuki Inumaru

“Inu” is the Japanese word for “dog,” making Inumaru a very apt name for this endlessly loyal, obedient and energetic classmate to Naho Saenoki and Sayaka Ooue. He’s as attached to his beloved Sayaka as a pet dog would be to its master, and will do literally anything for her, whether she likes it or not. His one-track mind gives him a certain air of dim-wittedness, but in actuality, he’s a man with greatly honed psychic powers, and a highly receptive spiritual medium to boot.



Magari Mizuki

An elite member of a dangerous cult, Magari has an extraordinarily foul mouth, beautiful skin (which she loves to show off), a sharp scythe that she can shrink down to fit in her pocket, and a profound sense of superiority to literally every other human being on the planet. She’s not someone to be crossed, but unfortunately, she seeks the same thing Ayumi Shinozaki is after: the Book of Shadows. Which means, sooner or later, sparks are surely going to fly...



Satsuki Mizuhara

Yuka's best friend from school. Endlessly peppy, utterly shameless and overall pleasant company, Satsuki is constantly munching on potato chips from one of several bags she keeps hidden in her skirt. Although she seems like a highly simplistic person at first glance, Satsuki has a complicated home life which she regularly brushes aside when asked about, claiming her mother and father to be entirely hands-off when it comes to parenting, allowing her to run free and do as she will. Somehow, though, it seems like there may be more to it than that...



Sachi

A tiny black-haired girl with a creepy smile. Her name may or may not actually be Sachi – that's just the only comprehensible word she uttered upon first contact. Nothing is known about Sachi except that she can't effectively communicate, and her actions suggest she's ludicrously cruel and sadistic. What is her connection to Heavenly Host? And how much of a threat does she pose...?

STAFF CREDITS

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Original Work
"Corpse Party: BloodCovered"
Team GrisGris

Planning
Yasuhiko Nomura
Makoto Kedouin

Voice Cast

Ayumi Shinozaki	ASAMI IMAI
Satoshi Mochida	HIRO SHIMONO
Naomi Nakashima	RINA SATO
Yoshiki Kishimura	YUICHI NAKAMURA
Yuka Mochida	ERI KITAMURA
Satsuki Mizuhara	YUMI HARA
Seiko Shinohara	SATOMI ARAI
Mayu Suzumoto	YUKA NANRI
Sakutaro Morishige	TETSUYA KAKIHARA
Yui Shishido	MIYUKI SAWASHIRO
Hinoe Shinozaki	REI MATSUZAKI
Aiko Niwa	RIKAKO YAMAGUCHI
Haruyuki Inumaru	TOMOHIRO YAMAGUCHI
Naho Saenoki	AYANO YAMAMOTO
Sayaka Ooue	MAKO
Yunya Kizami	TOMOKAZU SUGITA
Kai Shimada	MANABU SAKAMAKI
Kensuke Kurosaki	TSUBASA YONAGA
Masato Fukuroi	TAIRA KIKUMOTO
Mitsuki Yamamoto	HARUKA TOMATSU
Tohko Kirisaki	SEIKO YOSHIDA

Emi Urabe
Ryosuke Katayama
Tomohiro Ohkawa
Azusa Takai
Shougo Taguchi
Yuki Kanno

Kusun Niwa
Magari Mizuki
Misuto Kiriya
Sachi Shinozaki
Queen

Sachiko Shinozaki
Yoshie Shinozaki

Scenario

Program Director

Programmers

SATOMI MORIYA
DAISUKE ENDO
KAZUNORI NOMATA
YUKANA
MANABU SAKAMAKI
HIROMI IGARASHI

SAORI HAYAMI
MAAYA UCHIDA
JUN OHSUKA
YUI KONDO
REI SAKAI

MEGU ASHIRO
SAORI OSHIYAMA
YOSHIHITO SASAKI
HIROKI MATSUKAWA
CHIEKO MIYAZAKI
NAOYA NOSAKA

IKUE OHTANI
IKUE OHTANI

Makoto Kedouin
Hinako Meguri
Sakuya Kamishiro

Keiichi Aoki

Keita Sekiguchi
Shigenori Itou
Noritake Nakada

Planner

3D Character Modeling

Kouhei Nihongi
Yunsuke Ookawa
Yoshihiro Ootsuka
Takehiro Kaise
Hoang Thi Ai Vy
Dao Hanh Huong
Ngo Ngoc Thao Vy
Nguyen Di Linh
Pham Quoc Huy
Le Ngoc Dang Khoa
Hoang Tan Phat
Le Ngoc Thien Thanh
Nguyen Thi Kim Phuong
Pham Xuan Tai
Ho Quoc Si
Nguyen Thi Cam Ha

3D Background Modeling

Natsuki Yamamaru
Harunobu Matsumori
Nguyen Nhu Bao
Nguyen Dai Yen
Trinh Xuan Thu
Dang An Hoa
Luu So An
Tran Viet Hon
Le Chi Cong
Le Hoang Minh
Nguyen Kim Thanh
Le Thi Kien Truc
Ho Van Tha

STAFF CREDITS

12

Dang Thi Giau
Tu Phuc Thanh
Bui Vinh Lap
Le Thi Thanh Ha
Nguyen Dong Quoc Viet
Bui Quang Ly
Nguyen Hoang Phi

Effect Design

Ryoubei Okamoto

Motion Design

Asaka Sukegawa
Kazutake Miyamoto
Yuki Katase

UI Graphics

Kenichi Orito
Runi Tsuruta
Shunsuke Gotou
Yuuki Amano
Momoko Shouji
Ayumi Yokokawa
Masaki Takata
Mamika Nakashima

Adventure Script

Daisuke Kobayashi

Event Script

Chapter 0, 8
Chapter 1, 5
Chapter 2
Chapter 3, 10
Chapter 4

Yuuichiron Hirata
Kouhei Nihongi
Sumito Ogiwara
Shigenori Iton
Noritake Nakada

Chapter 6
Chapter 7
Chapter 9
Extra Chapters

Planning Director

Director

Character Drafting

Character Illustration

Event Illustration

Coloring

Backgrounds

BGM

Sound Effects

Recording Supervisor

Recording Editor

Recording Assistants

Recording Coordinator

Youko Akaike
Tsubaki Kamiyama
Naoya Hatano
Yuuki Fukazawa

Yoshihito Nishisaka

Kazuhisa Tomita

Makoto Kedouin
Sakuya Kamishiro

Tokumei Hero

Nino

Nao
Yorito
Takashi Terashita

Studio Jack

Mao Hamamoto

Takeshi Abo

Mao Kusaka

Yasuyuki Abe

Yukina Takada
Shunpei Takeuchi

Nobuko Irie

Recording Studio

Opening Movie

Event Movie

Production

Art

Coloring

Composites

Illustrations

Opening Theme #1

Lyrics:

Music/Arrangement:

Vocals:

Opening Theme #2

Lyrics:

Music:

Arrangement:

Vocals:

Ending Theme

Lyrics/Music:

Arrangement:

Vocals:

Sound Producer

Publicity

STUDIO MAUSU Inc.

Takashi Inagaki

Saburoou Miura

Hidekazu Toyosaka

UNKNOWN GAMES

CF-X

Karakusakoyomi

Takashi Inagaki

Nino

"In the rain"

Yunya Miyafuji

Johnny k

Yumi Hara

"Keshin" (Incarnation)

Yuriko Mori

Tomoyuki Hamada

Shun Iton

Asami Imai

"Translucent days"

Ren Yamashina

Shinichi Yuuki

ARTERY VEIN

Tomoyuki Hamada

Eriko Mizuno

STAFF CREDITS

13

Sales Shouko Sakuraba

In Cooperation With

Kousaku Ogawa
Takaji Furutate
Takeshi Tsutsui
Konji Nagai
Kouhei Hamashima

DIGITAL WORKS Entertainment Inc.

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Producer Yasuhiko Nomura

Chief Producer Makoto Asada

General Producer Kazuhiro Ichikawa

Executive Producer Chiyomaru Shikura



North American Localization
XSEED Games/Marvelous USA, Inc.

Quality Assurance Tester Danielle Rust

Localization Coordinators Jason Hayato Higa
Junpei Doi

Localization Editors Kris Knigge
Nick Colucci

Localization Specialist Thomas Lipschultz

Localization Lead Ryan Graff

Marketing Associate Mai Okuno

Production Assistant Kelly Nylander

Production Coordinator Brittany Avery

Product Manager Jimmy Soga

Account Analyst Shiho Yamaguchi

Accounting Manager Hisatake Nakashima

Executive Vice President Ken Berry

President & CEO Shinichi Suzuki

For more information on this game,
please visit

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- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



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Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
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- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

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- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

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- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
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